In the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Currently Amended): A system of real-time interaction for multiple objects, comprising:

a scene dividing module for dividing a main scene into a first scene and a second scene, and determining the adjacent area of the first scene and the second scene;

a first control unit for controlling at least one object in the first scene;

a second control unit for controlling at least one object in the second scene; and

a synchronization module to enable the first control unit to synchronize with the second control unit if the status incidence of the objects controlled by the first control unit and/or the second control unit overlaps the adjacent area of the first scene and the second scene.

2. (Original): The system as claimed in claim 1 wherein the scene dividing module further divides the first scene into a first sub-scene and a second sub-scene if the number of objects controlled by the first control unit is more than a load threshold.

3. (Original): The system as claimed in claim 2 wherein the objects in the first sub-scene are controlled by the first control unit, and the objects in the second sub-scene are controlled by a third control unit.

4. (Original): The system as claimed in claim 1 wherein the objects controlled by the first control unit are taken over by a third control unit if a failure occurs in the first control unit.

5. (Original): The system as claimed in claim 1 wherein the scene dividing module divides the main scene into the first scene and the second scene according to the potential visible set and grid.

6. (Currently Amended): The system as claimed in claim 1 wherein the first control unit and/or the second control unit are is responsible for handling the behavior of objects.

7. (Currently Amended): The system as claimed in claim 1 wherein the first control unit and/or the second control unit are is responsible for handling the interaction between objects.

8. (Currently Amended): The system as claimed in claim 1 wherein the first control unit and/or the second control unit are is responsible for handling the events produced by scenes.

9. (Currently Amended): An method of real-time interaction for multiple objects, comprising the steps of:

dividing a main scene into a first scene and a second scene, and determining the adjacent area of the first scene and the second scene;

controlling at least one object in the first scene by a first control unit, and at least one object in the second scene by a second control unit; and

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synchronizing the first control unit with the second control unit if the status incidence of the objects controlled by the first control unit ~~and/~~or the second control unit overlaps the adjacent area of the first scene and the second scene.

10. (Original): The method as claimed in claim 9 further dividing the first scene into a first sub-scene and a second sub-scene if the number of objects controlled by the first control unit is more than a load threshold.

11. (Original): The method as claimed in claim 10 further comprising controlling the objects in the first sub-scene by the first control unit, and the objects in the second sub-scene by a third control unit.

12. (Original): The method as claimed in claim 9 further comprising taking over the objects controlled by the first control unit by a third control unit if a failure occurs in the first control unit.

13. (Original): The method as claimed in claim 9 wherein the main scene is divided into the first scene and the second scene according to the potential visible set and grid.

14. (Currently Amended): The method as claimed in claim 9 wherein the first control unit ~~and/~~or the second control unit ~~are~~ is responsible for handling the behavior of objects.

15. (Currently Amended): The method as claimed in claim 9 wherein the first control unit ~~and/~~or the second control unit ~~are~~ <u>is</u> responsible for handling the interaction between objects.

16. (Currently Amended): The method as claimed in claim 9 wherein the first control unit ~~and/~~or the second control unit ~~are~~ <u>is</u> responsible for handling the events produced by scenes.